

Fig. 1

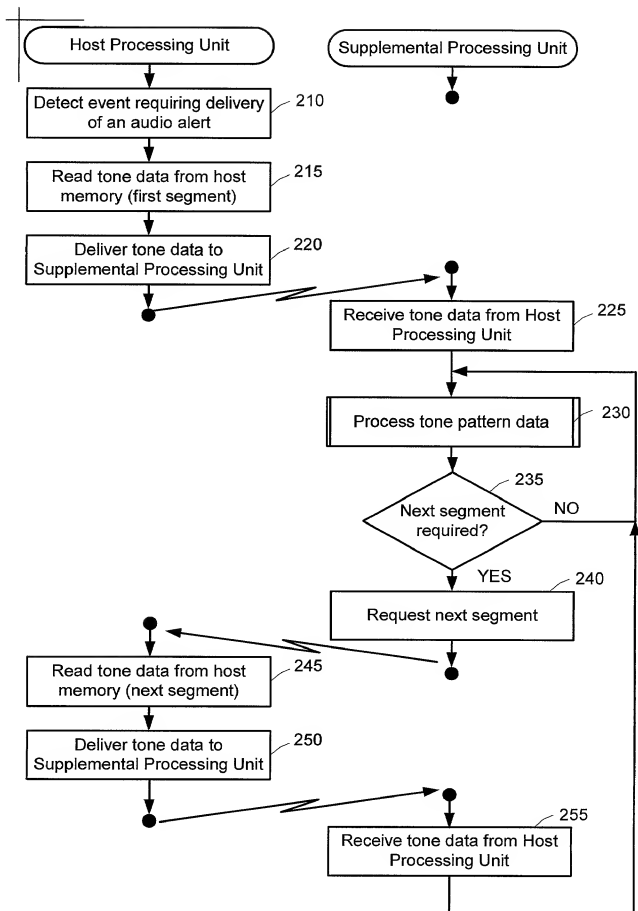


Fig. 2

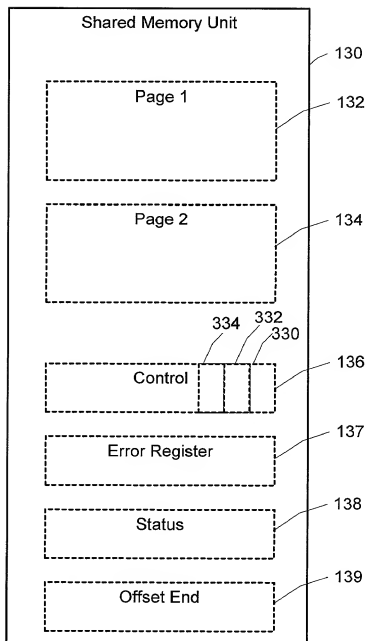
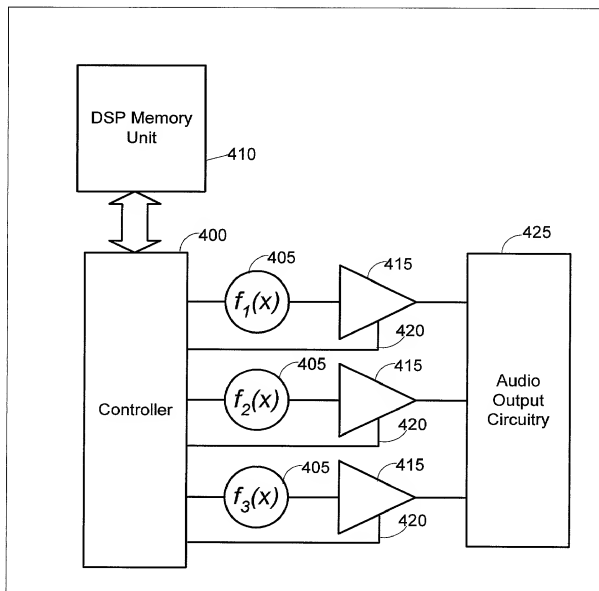


Fig. 3

**Fig. 4**

| Data Structure Field | Memory Required (bytes) | Values/Ranges |
|----------------------|-------------------------|--|
| Event Number | 2 | 0001-FFFF |
| Delta Time | 2 | Delay in 5msec increments 0000h-FFFFh |
| Track Number | 1 | 1, 2, 3 |
| Frequency | 2 | 1-4000Hz |
| Volume | 2 | 0 - off 1-FFFFh |

Fig. 5

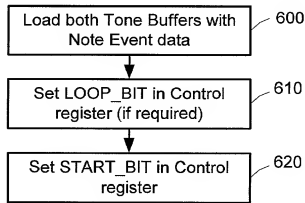


Fig. 6a

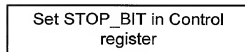


Fig. 6b

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graph TD
    710[Read first Note Event in first Tone Buffer] --> 715{If DeltaTime for Note Event = 0}
    715 -- Else --> 720[Set Call Back]
    720 --> 715
    715 -- Then --> 725[Process Note Event]
    725 --> 730{If end of first Tone Buffer}
    730 -- Else --> 735[Read next Note Event]
    735 --> 710
    730 -- Then --> 740[Set BOUNDARY_STATUS bits of Status register to 01, notify host processing unit]
    740 --> 745[Read first Note Event in second Tone Buffer]
    745 --> 750{If DeltaTime for Note Event = 0}
    750 -- Else --> 755[Set Call Back]
    755 --> 750
    750 -- Then --> 760[Process Note Event]
    760 --> 765{If end of first Tone Buffer}
    765 -- Else --> 770[Read next Note Event]
    770 --> 710
    765 -- Then --> 775[Set BOUNDARY_STATUS bits of Status register to 10, notify host processing unit]
    775 --> 710

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Fig. 7

Fig. 7

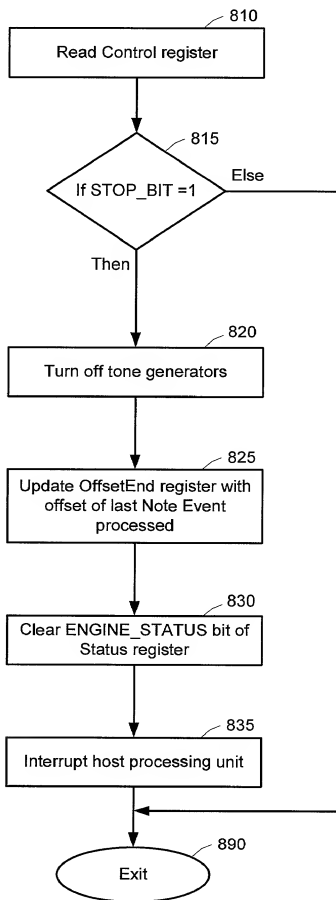


Fig. 8

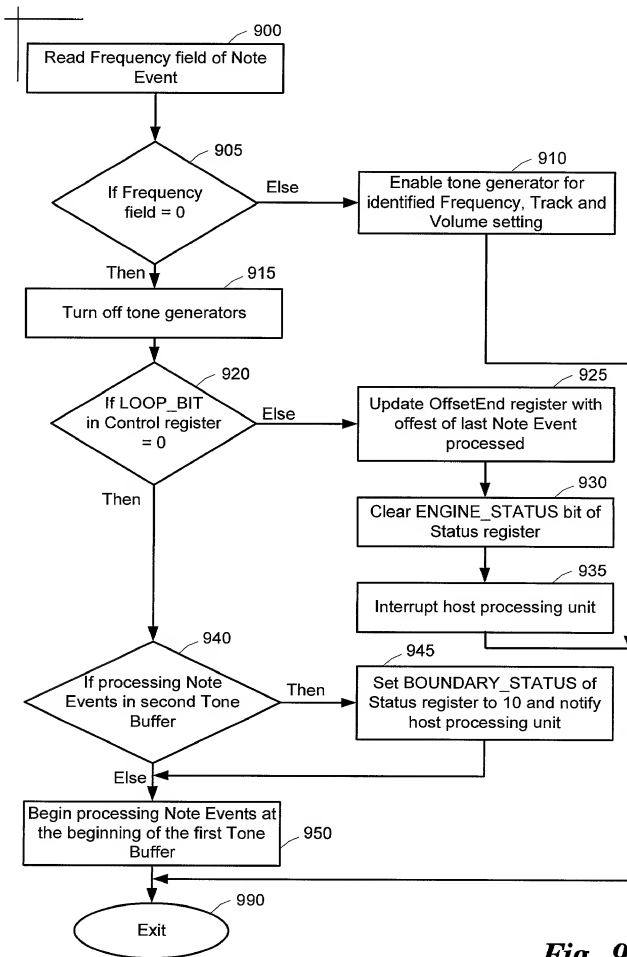


Fig. 9